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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/599,157	09/21/2006	Zoo Il Yang	P2984US00	5108

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H.C. PARK & ASSOCIATES, PLC
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VIENNA, VA 22182

EXAMINER

VU, BAI D

ART UNIT	PAPER NUMBER
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2165

NOTIFICATION DATE	DELIVERY MODE
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08/18/2011

ELECTRONIC

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

PATENT@PARK-LAW.COM

Office Action Summary	Application No. 10/599,157	Applicant(s) YANG, ZOO IL
	Examiner Bai D. Vu	Art Unit 2165

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --
Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 31 May 2011.
2a) ☒ This action is **FINAL**. 2b) ☐ This action is non-final.
3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-3,6-12,14-17 and 19-24 is/are pending in the application.
4a) Of the above claim(s) _____ is/are withdrawn from consideration.
5) ☐ Claim(s) _____ is/are allowed.
6) ☒ Claim(s) 1-3,6-12, 14-17 and 19-24 is/are rejected.
7) ☐ Claim(s) _____ is/are objected to.
8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
2. ☐ Certified copies of the priority documents have been received in Application No. _____.
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- | | |
|--|---|
| 1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892) | 4) <input type="checkbox"/> Interview Summary (PTO-413)
Paper No(s)/Mail Date. _____ |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | 5) <input type="checkbox"/> Notice of Informal Patent Application |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08)
Paper No(s)/Mail Date _____ | 6) <input type="checkbox"/> Other: _____ |

DETAILED ACTION

Response to Amendment

1. Applicant has amended claims 1, 6, 9, 11, 15, 16 and 21-23 in the amendment filed on 5/31/2011. Claims 1-3, 6-12, 14-17 and 19-24 are currently pending in the application.

Response to Arguments

2. Applicant's arguments filed on 5/31/2011 with respect to claims 1-3, 6-12, 14-17 and 19-24 have been considered but are moot in view of the new ground(s) of rejection.

Claim Rejections - 35 USC § 103

3. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

4. **Claims 1-3, 6-12, 14-16, 19-20 and 23-24** are rejected under 35 U.S.C. 103(a) as being unpatentable over Harvey et al. (US No. 2002/0059379 A1), and further in view of Evans et al. (US No. 2004/0192440 A1).

As per **claim 1**, Harvey et al. discloses **a method for processing data in a community established on a website, the method comprising:**

a) receiving a signal from a community visitor who accesses the community and selects a link provided on a first webpage of the community, wherein the link connects the community visitor to a link program as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community) **linked from the website that provides the community visitor with a community user interface**, as (see e.g., ¶ 0122 lines 1-12; as a central controller 115 functions as game server that stores game applications in a data storage 160, provides a link application module 130 to assist user (i.e., using a graphical user interface as described in Fig. 4) setting link with game applications stored the data storage 160 (i.e., as described in ¶ 0040 lines 3-5 and ¶ 0057; as links to the central controller 115 as game server and the World Wide Web pages (e.g., websites)); and ¶ 0136 lines 1-12; and Fig. 4; as a user interface for users in a community to select hyperlinks to games or download games from website) **the link program being a game program stored in a contents server of the website to which the community belongs or a program stored in other websites** as (see e.g., ¶ 0039 lines 1-4, ¶ 0040 lines 3-5, and Fig. 1; as a combination of the link application module 130 used for setting links to the game applications in the data storage 160 of the central controller 115 as the game server).

b) confirming whether the community visitor executes or terminates the link program and, as (see e.g., ¶¶ 0133 - 0134; as terminate the link or process if an invitation application is invalid).

c) receiving visitor-related data related to execution of the link program when the link program is terminated; and as (see e.g., ¶¶ 0134 - 0135 and 0138 lines 7-13; as receive the verified and validated invitation information of user as being invalid and terminated; and scores of the game).

d) processing and utilizing the visitor-related data in the community so as to present at least part of the processed visitor-related data on the community interface as (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played); and (see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic user interface 3000).

However, Evans et al. discloses the limitation which is not explicitly disclosed by Harvey et al. as below:

in response to selection of the link provided on the first webpage, providing the game program on a second webpage of the community on top of the first webpage; as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Sparks teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008).

As per **claim 2**, Harvey et al. as modified by Evans et al. discloses **the method of claim 1, further comprising: e) storing the processed visitor-related data in the**

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community as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up as a member of a community, wherein updating the value referred as storing).

As per **claim 3**, Harvey et al. as modified by Evans et al. discloses **the method of claim 1, wherein the community is at least one of a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet** as (see e.g., ¶¶ 0136 and 0147; as community website of people with similar interests).

As per **claim 6**, Harvey et al. does not explicitly disclose **the method of claim 1, wherein the game program is executed on the second webpage without an installation process**. However, Evans discloses as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Sparks teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008).

As per **claim 7**, Harvey et al. as modified by Evans et al. discloses **the method of claim 6, wherein the visitor-related data comprise game or community use data**

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as (see e.g., ¶ 0139; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played).

As per **claim 8**, Harvey et al. as modified by Evans et al. discloses **the method of claim 1, wherein the visitor-related data comprise at least one selected from a group consisting of item, level, score, and rank data obtained when the link program is executed and used** as (see e.g., ¶ 0139; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played).

As per **claim 9**, Harvey et al. as modified by Evans et al. discloses **the method of claim 1, wherein the stored visitor-related data are updated on the first webpage of the community whenever the community visitor executes and uses the link program** as (see e.g., ¶ 0140; as the amount of virtual value is updated in the player's account).

As per **claim 10**, Harvey et al. as modified by Evans et al. discloses **the method of claim 1, wherein the community visitor acquires events for the execution of the link program** as (see e.g., ¶ 0057 lines 1-11; as link to events leading up to and occurring in the America's Cup.TM. sailing races).

As per **claim 11**, Harvey et al. discloses **a method for processing data in a community established on a website, comprising:**

a) by a community visitor, accessing the community and selecting a link program as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community) **linked from a first webpage of the website that provides the community visitor with a community interface**, as (see e.g., ¶ 0122 lines 1-12; as a central controller 115 functions as game server that stores game applications in a data storage 160, provides a link application module 130 to assist user (i.e., using a graphical user interface as described in Fig. 4) setting link with game applications stored the data storage 160 (i.e., as described in ¶ 0040 lines 3-5 and ¶ 0057; as links to the central controller 115 as game server and the World Wide Web pages (e.g., websites)); and ¶ 0136 lines 1-12; and Fig. 4; as a user interface for users in a community to select hyperlinks to games or download games from website) **the link program being a game program stored in a contents server of the website to which the community belongs or a program**

stored in other websites, as (see e.g., ¶ 0039 lines 1-4, ¶ 0040 lines 3-5, and Fig. 1; as a combination of the link application module 130 used for setting links to the game applications in the data storage 160 of the central controller 115 as the game server).

b) receiving visitor-related data related to execution of the link program; as (see e.g., ¶¶ 0134 - 0135 and 0138 lines 7-13; as receive the verified and validated invitation information of user as being invalid and terminated; and scores of the game).

c) processing and using the visitor-related data in the community so as to present at least part of the processed visitor-related data on the community interface; and as (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played); and (see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic user interface 3000).

d) storing the processed visitor-related data in the community as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up as a member of a community, wherein updating the value referred as storing).

However, Evans et al. discloses the limitation which is not explicitly disclosed by Harvey et al. as below:

wherein the game program is provided on a second webpage of the community on top of the first webpage in response to selection of the link program linked from the first webpage; as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Evans et al. teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008).

As per **claim 12**, Harvey et al. as modified by Evans et al. discloses **the method of claim 11, wherein the community is at least one of a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet** as (see e.g., ¶¶ 0136 and 0147; as community website of people with similar interests).

As per **claim 14**, Harvey et al. as modified by Evans et al. discloses **the method of claim 11, wherein the contents server causes the execution of the link program on the web browser of the community** as (see e.g., ¶ 0147 lines 1-5; as using browsers to access to a community with central controller 805).

As per **claim 15**, Harvey et al. does not explicitly disclose **the method of claim 11, wherein the link program is a flash game that is played on the second webpage of the community**. However, Evans et al. discloses as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Evans et al. teaching of online community for game into Harvey et al.

system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008).

As per **claim 16**, Harvey et al. discloses **a system for processing data in a community established on a website, comprising:**

a connector to determine whether a community visitor is permitted to access the community; as (see e.g., ¶ 0130 lines 1-12; as the user may or may not be permitted to proceed (e.g., or join a community)).

a controller to allow the community visitor to access the community to select a link to a link program, linked from a first webpage of the website that provides the community visitor with a community interface, as (see e.g., ¶ 0122 lines 1-12; as a central controller 115 functions as game server that stores game applications in a data storage 160, provides a link application module 130 to assist user (i.e., using a graphical user interface as described in Fig. 4) setting link with game applications stored the data storage 160 (i.e., as described in ¶ 0040 lines 3-5 and ¶ 0057; as links to the central controller 115 as game server and the World Wide Web pages (e.g., websites)); and ¶ 0136 lines 1-12; and Fig. 4; as a user interface for users in a community to select hyperlinks to games or download games from website) **the link program being a program stored in a contents server of the website to which the community belongs or a game program stored in other websites,** as (see e.g., ¶ 0039 lines 1-4, ¶ 0040 lines 3-5, and Fig. 1; as a combination of the link application

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module 130 used for setting links to the game applications in the data storage 160 of the central controller 115 as the game server) **the controller to receive visitor-related data from a component providing the link program;** as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10, ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community); and (see e.g., ¶¶ 0134 - 0135 and 0138 lines 7-13; as receive the verified and validated invitation information of user as being invalid and terminated; and scores of the game).

a data processor to process the visitor-related data such that the visitor-related data are used in the community so as to present at least part of the processed visitor-related data on the community interface; and as (see e.g., ¶ 0138 lines 7-13; as determining scores of the game played); (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played); and (see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic user interface 3000).

a data storage to store the processed visitor-related data, as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; and Fig. 1; as the virtual value is updated in the player's account which is set up as a member of a community in data storage 160, wherein updating the value referred as storing).

However, Evans et al. discloses the limitation which is not explicitly disclosed by Harvey et al. as below:

wherein the game program is provided on a second webpage of the community on top of the first webpage in response to selection of the link on the first webpage; as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Evans et al. teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008).

As per **claim 19**, Harvey et al. as modified by Evans et al. discloses **the system of claim 16, wherein the contents server causes the execution of the link program on the web browser of the community** as (see e.g., ¶ 0147 lines 1-5; as using browsers to access to a community with central controller 805).

As per **claim 20**, Harvey et al. as modified by Evans et al. discloses **the system of claim 16, wherein the community is at least one of a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet** as (see e.g., ¶¶ 0136 and 0147; as community website of people with similar interests).

As per **claim 23**, Harvey et al. does not explicitly disclose **the method of claim 11, wherein the link program is a game program that is played on the second webpage without being locally installed on the community visitor's terminal.**

However, Evans discloses as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Evans et al. teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008).

As per **claim 24**, Harvey et al. as modified by Evans et al. discloses **the method of claim 23, wherein the visitor-related data comprise game or community use data** as (see e.g., ¶ 0139; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played).

5. **Claim 17** is rejected under 35 U.S.C. 103(a) as being unpatentable over Harvey et al., in view of Evans et al., and further in view of Lambright et al. (US No. 6,015,348).

As per **claim 17**, Harvey et al. and in view of Evans et al. do not explicitly disclose **the system of claim 16, wherein the controller keeps a resource occupation ratio of a system operated by the community at an appropriate level such that the resource occupation ratio does not exceed a prescribed rate.**

However, Lambright discloses the claimed limitation as (see e.g., Abstract).

It would have been obvious to a person of ordinary skill in the art at the time the invention was made to combine the teachings of Harvey et al., Evans et al. and Lambright et al. in order to maintain responsive game performance.

6. **Claims 21 and 22** are rejected under 35 U.S.C. 103(a) as being unpatentable over Harvey et al., in view of Evans et al., and further in view of Sparks, II (US No. 6,352,479 B1) (hereinafter "Sparks").

As per **claim 21**, Harvey et al. discloses **a method for processing game-linked data in a community established on a website, comprising:**

a) by a community visitor, accessing the community and selecting a game program, of which a link is provided on a first webpage of the community; as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community).

b) confirming whether the community visitor executes or terminates the game program, as (see e.g., ¶¶ 0133 - 0134; as terminate the link or process if an invitation application is invalid).

c) receiving game data of the community visitor obtained in connection with the execution of the game program when the game program is terminated; as (see e.g., ¶¶ 0134 - 0135 and 0138 lines 7-13; as receive the verified and validated invitation information of user as being invalid and terminated; and scores of the game).

d) processing the game data of the community visitor as ranking data in the community so as to display at least part of the ranking data on a community interface provided by the community; as (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played); and (see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic user interface 3000). However, Harvey et al. does not explicitly disclose the feature of processing the game data as ranking data).

e) storing the processed ranking data in the community as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up as a member of a community, wherein updating the value referred as storing; but may not be specific to the feature of storing ranking data).

However, Evans et al. and Sparks disclose the limitations which are not explicitly disclosed by Harvey et al. as the followings:

Evans et al. discloses **wherein the game program is provided on a second webpage of the community on top of the first webpage in response to selection of the link on the first webpage;** as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17).

Sparks discloses the features of:

processing the game data as ranking the data as generating the game player statistic for each player during and/or after game play (see e.g., Abstract and col. 1 lines 60-63), and ranking based on the player's statistic (see e.g., col. 3 lines 56-66).

storing ranking data as uploading and storing the statistic file included ranked data in the hard disk drive of the server (see e.g., col. 1 lines 63-65; and col. 3 line 56 to col. 4 line 3).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Evans et al. teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008). Furthermore, it would have been obvious to one of ordinary skill in the art at the time of invention to apply Sparks teaching of screening the players by means of personal game statistics into Harvey et al. and Evans et al. systems in order to determine from the game play statistics the user's relative skill level for each one of the possible games to which the player could be matched. This determination is made by comparing the user's relative successes during previous attempts at playing each game (Sparks, col. 6 lines 47-51).

As per **claim 22**, Harvey et al. discloses **a method for processing game-linked data in a community established on a website, comprising:**

a) by a community visitor, accessing the community and selecting a game program, of which a link is provided on a first webpage of the community; as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community).

b) confirming whether the community visitor executes or terminates the game program, as (see e.g., ¶¶ 0133 - 0134; as terminate the link or process if an invitation application is invalid).

c) receiving game data of the community visitor obtained in connection with the execution of the game program when the game program is terminated; as (see e.g., ¶¶ 0134 - 0135 and 0138 lines 7-13; as receive the verified and validated invitation information of user as being invalid and terminated; and scores of the game played).

d) processing the game data of the community visitor as ranking data in the community so as to display at least part of the ranking data on a community interface provided by the community; as (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played); and (see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic user interface 3000). However, Harvey et al. does not explicitly disclose the feature of processing the game data as ranking data).

e) storing the processed ranking data in the community; and as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up as a member of a community, wherein updating the value referred as storing; but may not be specific to the feature of storing ranking data).

f) updating the ranking data by repeating the steps b) to d) whenever the community visitor executes and uses the game program as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up

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as a member of a community; but may not be specific to the feature of updating ranking data).

However, Evans et al. and Sparks disclose the limitations which are not explicitly disclosed by Harvey et al. as the followings:

Evans et al. discloses **wherein the game program is provided on a second webpage of the community on top of the first webpage in response to selection of the link on the first webpage;** as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17).

Sparks discloses the features of:

processing the game data as ranking the data as generating the game player statistic for each player during and/or after game play (see e.g., Abstract and col. 1 lines 60-63), and ranking based on the player's statistic (see e.g., col. 3 lines 56-66).

storing ranking data as uploading and storing the statistic file included ranked data in the hard disk drive of the server (see e.g., col. 1 lines 63-65; and col. 3 line 56 to col. 4 line 3).

updating the ranking data as periodically uploading and storing the statistic file included ranked data in the hard disk drive of the server (see e.g., Abstract lines 6-9; col. 1 lines 60-65; and col. 3 line 56 to col. 4 line 3).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Evans et al. teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online

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games (Evans et al., ¶ 0008). Furthermore, it would have been obvious to one of ordinary skill in the art at the time of invention to apply Sparks teaching of screening the players by means of personal game statistics into Harvey et al. and Evans et al. systems in order to determine from the game play statistics the user's relative skill level for each one of the possible games to which the player could be matched. This determination is made by comparing the user's relative successes during previous attempts at playing each game (Sparks, col. 6 lines 47-51).

Conclusion

8. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

Sen et al. US- 20020119821 A1

9. Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of

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the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the date of this final action.

Contact Information

10. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Bai D. Vu whose telephone number is (571)270-1751. The examiner can normally be reached on Mon - Fri 8:30 - 5:00 EST.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Neveen Abel-Jalil can be reached on 571-272-4074. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/Bai D. Vu/
Primary Examiner, Art Unit 2165
8/15/2011